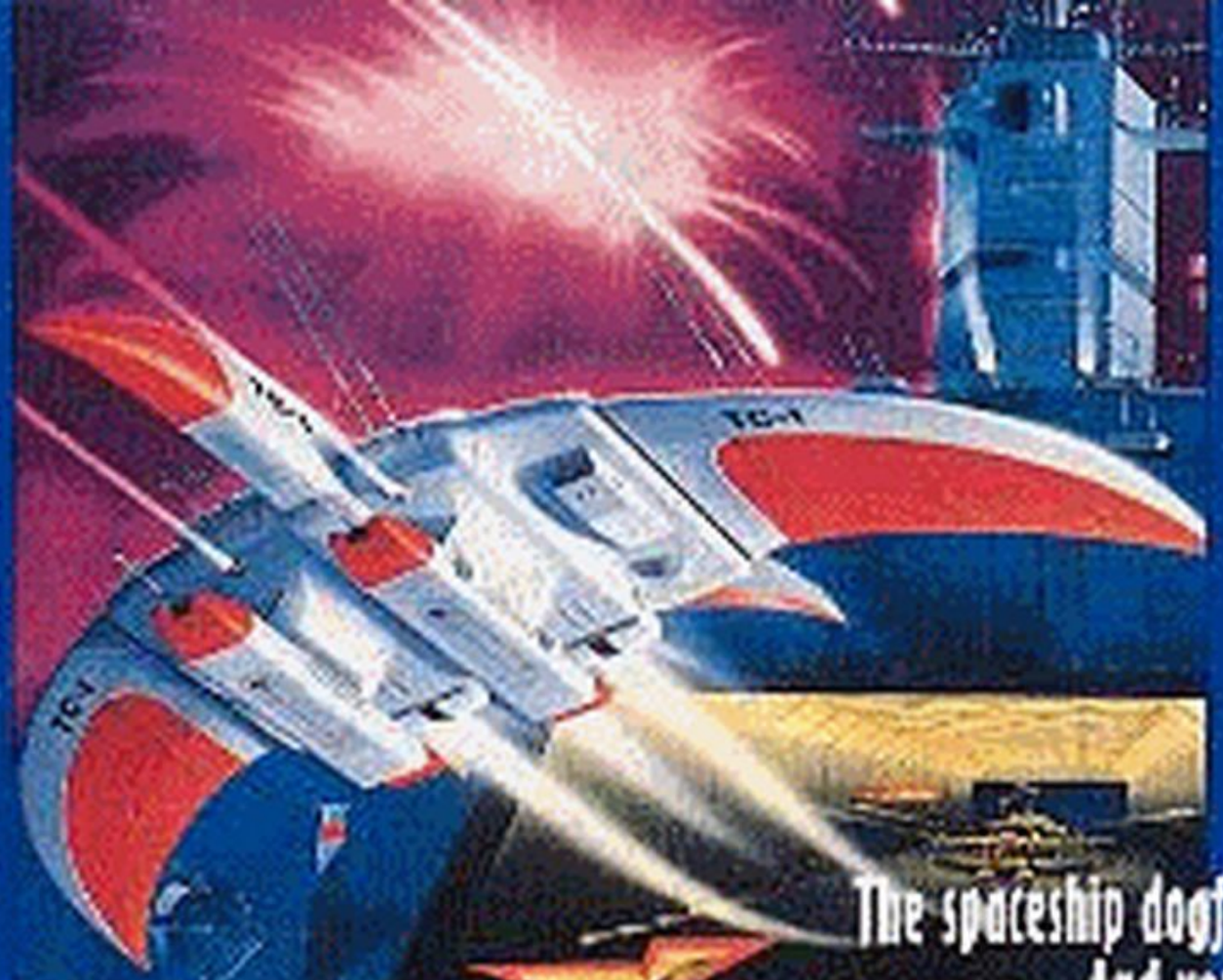
VIC TOKAI™
NES-TQ-USA



The spaceship dogfight of the century.
And you're at the controls!

TERRA CRESTA™

Thahk you for selecting the fun-filled "TERRACRESTA" game pak by VIC TOKAI INC.

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Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warning will be your personal guarantee to greater game satisfaction over a long period of time.

1) This is a high precision Game Pak. Do not store it in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

1. STORY

Strike at the enemy's mechanical heart !

The boss called Mandora has appeared.

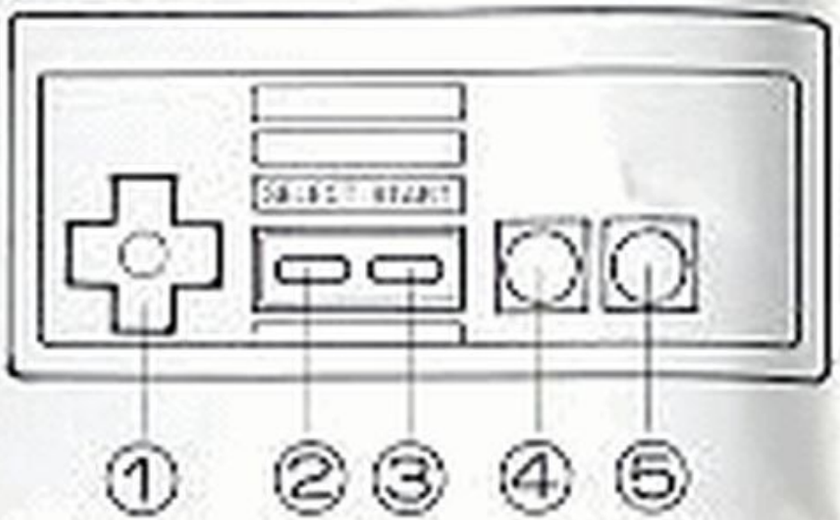
In a century on the Space Calendar, earthmen were driven from the lands into the ocean floor by a great devil named **Mandora**

and monsters under his orders. The Earthmen decided to fight against **Mandora** to win back the lands favored with sunshine and trees and organized an organization called **TERRA CRESTA** for the purpose of winning back the earth. Fight and beat **Mandora!** Take back parts from the hahgar and attack enemies utilizing battle formation techniques.

A variety of attacks are possible through the power-up by the docking with a lot of parts you have or the re-assembly by combining separated parts. After beating more than 30 enemies, you will have to destroy the Great Devil named **Mandora** in a single combat.

2. How to control

◆ Controller parfs



① Control Pad
② SELECT button
③ START button
④ B button
⑤ A button

1. Control Pad: Allows movement in 8 directions.
2. SELECT button : While the title screen is displayed, pressing this button moves the arrow. Select "1 PLAYER" or "2 PLAYERS".
   - If you select "DESIGN", refer to the section regarding formation design (page 8 to 9).
3. START button : Pressing this button starts the game selected by the SELECT button. While this game is being executed pressing this button causes the game to be stopped. After that, pressing this button again starts the game.
4. B button : Pressing this button allows you to beat an enemy with canon beam.
5. A button : During the docking with the parts you have, pressing this key allows you to attack the enemies in battle formation.
   - The F mark in the center of the lower part on the screen shows how often battle formations are possible. (an additional 3 times are permitted each time you win back your parts.)

3. Formation design

The FORMATION DESIGN function enables you to select any battle formation you desire in terms of parts position and beam shooting direction. We hope you will find a creative combination.

1. TITLE screen

Move the arrow by using the SELECT button and select DESIGN. Pressing the START button displays the SELECT screen.

2. SELECT screen

Select "1st PLAYER" or "2nd PLAYER" and then press the START button.

3. SHIP LOCATION screen

Pressing the A button causes the blinking red light to move from # 1 fighter through # 5 fighter. And press the ✣ button to specify the position of the main body. If a parts position is decided or press the SELECT button.

4. BEAM DIRECTION screen

Parts will change themselves into arrows which show beam directions. Pressing the A button moves a red blinking light for parts selection. And pressing the B button changes a beam direction (up to 8 direction). When you specify the beam direction of all parts, the formation design is completed. Pressing the SELECT button displays the SHIP LOCATION screen and pressing the START button returns the display to the TITLE screen.

4. How to play

Your attacking power increases by destroying a hangar and docking the parts you have. In addition, battle formation attack by separating parts enhances your power.

#1 fighter

#2 fighter

#3 fighter

#4 fighter

#5 fighter

● Docking attack

#1 plus #2

Allowing double shooting

#1 plus #3

Allowing backward shooting

#1 plus #4

Shooting an all-conquering bullet

#1 plus #5

Forming strong barriers at the back

#1 through #5

Fire Bird

The docking of five fighters will automatically change the combined fighter in to an all-conquering Fire Bird 20 seconds after the docking.

● Formation attack

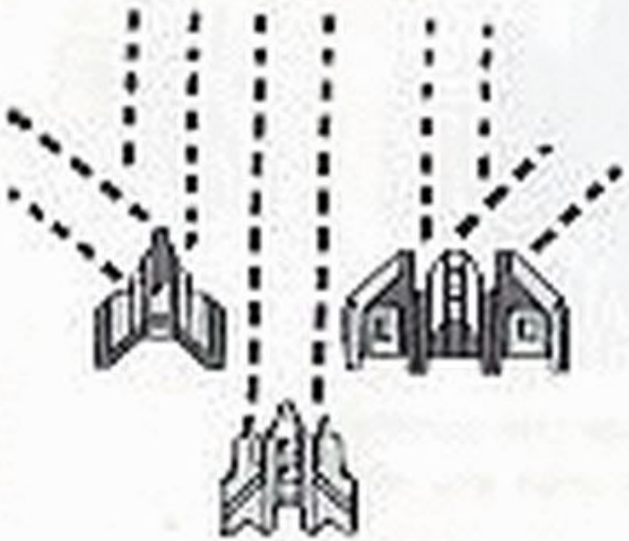
Moon formation

Two fighters flying in parallel shoot enlarged sickle-moon-shaped beam.

Cyclone formation

Four fighters positioned at each vertex of a diamond allow high-speed curved beam shooting

Extended formation



Three fighters positioned at each vertex of a triangleallow diffused beam shooting.

Cross formation

Five fighters positioned as shown below allow diffused beam shooting.

5. Enemies

Battle unit **Zalome**	High-speed air pot **Spiena**
Floating object **Amoeba**	Heavy moving mechanism **Dalos**

High-speed boat **Paramera**	High-speed air pot **Hidora**
Mobile armor **Catherod**	High-speed boat **U-boss**

High-speed air pot **Iron wolf**

Floatable guard gun **Sathern**

Usually it is in the sea or pond. Watching for unguarded moment, it surfaces and try to shoot at you.

Probing boat **Gyros**

Moveable fortress **Deross**

Shooting at you at any place on the earth.

Reflecting cannon	Fixed defence system **Hitode**
Shooting a bullet, with the cannon barrel directing toward you.	It does not attack you. But it has the capability of destroying the bullet you shoot.
Floating star Jupiter	**Mines Killer**
Shooting lighting balls in 6 directions when shot.	The destruction is impossible. They try to encircle you for preventing your attack.

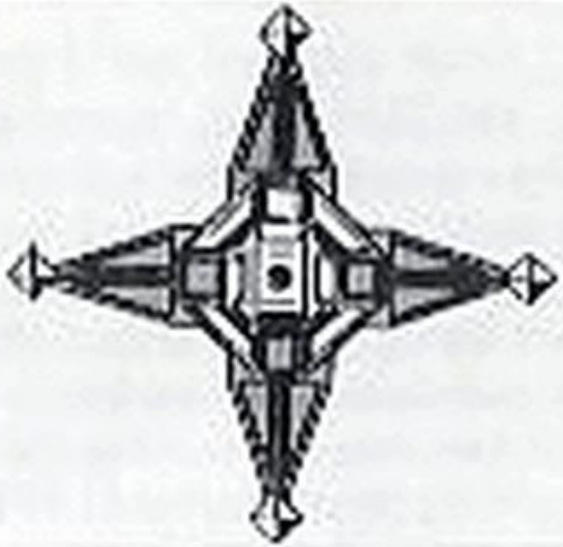
Giant beast **Dragon**

It has two legs and blows off fire while walking slowly

Giant beast **Dogg**

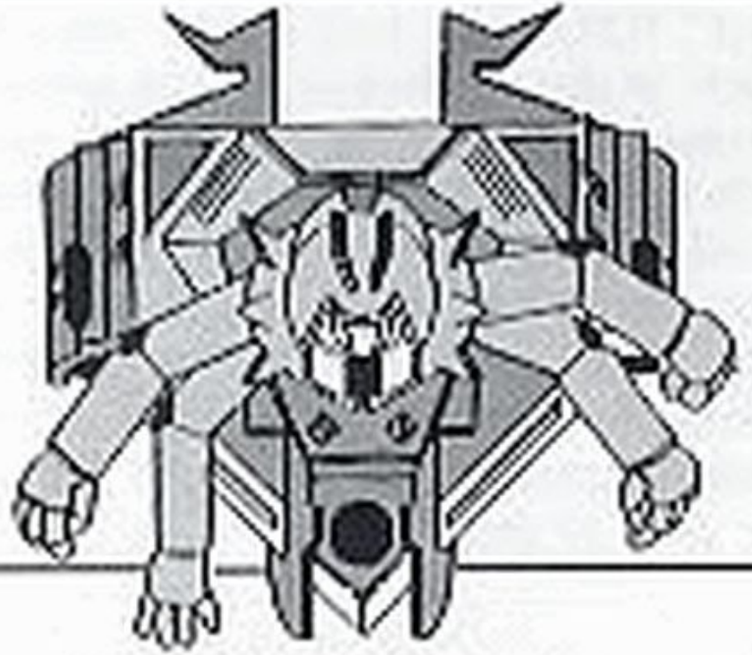
It has four legs and blows off fire while walking slowly

Large depot ship **Chubo**



Huge depot ship **Daikon**

Great devil **Mandra**



90-DAY LIMITED WARRANTY

22904 Lockness Ave. Torrance, CA 90501 Phone (213)326-6880

VIC TOKAI INC. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to VIC TOKAI INC. along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

VIC TOKAI INC. shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if VIC TOKAI INC. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio – TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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